

HI AND WELCOME TO

RAHASCANU

Strategy racing game, that will take you through the deserts of Alta Kei! In this tutorial you will learn the basics of the game, so you can compete for the title of the fastest man in the metaverse.

How to play Rhascau?

In Rhascau your goal is to finish a full lap with one of your ships. Each turn you generate a move, use your abilities and move your ships to beat the opponents.





0xc1...7d3C



0x87...ac9F



2x



Skip



0x98...3d1A

Your turn was skipped (no possible moves)

Red rolled a 2

Blue turn

Blue rolled a 2

Blue's ship dashed

Blue's vehicle moved to tile: 37

Green turn

Log of all activities / guide

A ship and it's start / finish line



Highlighted player avatar is who you are playing as

Rapid Mode indicator

Click this to generate your next move

Your ships in the base and who are you playing as

Your abilities



ABILITIES

DASH ROOT BONUS KILL

Current transaction status

Blue - Pending

Green - Success

Red - Rejected

When this button lights up, it's this player's turn



How do you play?

1. Generate a move.
2. (Optionally) Choose an ability and confirm it by clicking a ship.
3. Click your ship (again) to submit your decision.



Rules 1/2

Win condition = make a full lap with one of your ships.

Generating "1" allows you to deploy an extra ship.

Generating "6" allows you to take another turn AND deploy an extra ship.



Rules 2/2

You can **only** finish by making an **exact** move. You can't go past your finish line.
Entering a tile occupied by an opponent will **destroy** their ship.

You can't enter a tile occupied by your own ship.



Dash

Moves you one tile forward. Usable every turn.

You can use dash on a different ship than you are moving with.

Dash is always executed before move. You can finish a lap using Dash.



Root

Disables enemy ship for one round.
The ship will get back to normal after the targeted opponent turn.



Bonus

Gives you another turn.

Allows you to move yet another ship and use another ability.

Doesn't affect cooldowns on abilities.



Kill

Destroys enemy ship.

Usable once per game.

If two "Kills" are used in the game, Rapid Mode activates.



Rapid Mode

Late game stage. Activates after two "Kills" has been used.
Doubles every move of every ship ("Dash" still moves you one tile).
Doesn't affect other rules of the game.



Other rules

If there is no legal move you can make, the game will automatically skip you.
If a player goes AFK for more than 30 seconds, any player can skip him.
The game can't skip AFK players by itself.



Website

Normal Mode --> Casual play for experience points
Legendary Mode --> Challenge yourself and feel the stakes
Profile --> Track your progress and see the global ranking

RHASKAU

Eth Balance
0.00895



BURN YOUR ENGINES

NORMAL

LEGENDARY

PROFILE



ADD
FUEL

EIP_420

BOGGED

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Game

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